control circuit **200** with the command indicating the end of one game. In case this processing is ended, it is shifted to Step S**102**.

[**1843**] [Operations of Subsidiary Control Circuit]

[**1844**] In subsidiary control circuit **200**, as shown in **FIG. 16**, it is determined (at Step S**201**) whether or not the demo command has been received. In this processing, the sub CPU **212** shifts the processing to Step S**202**, in case it discriminates that the demo command has been received through the IN port **218**, but to Step S**203** in case it does not discriminate that the demo command has been received.

[**1845**] In case it is discriminated at Step S**201** that the demo command has been received, the effect variables at the demo time are stored (at Step S**202**). In this processing, the sub CPU **212** stores the variable indicating the demo time in the sub RAM **216**. In case this processing is ended, it is shifted to Step S**203**.

[**1846**] Next, it is determined (at Step S**203**) whether or not the start command has been received. In this processing, the sub CPU **212** shifts the processing to Step S**204**, in case it discriminates that the start command has been received through the IN port **218**, but to Step S**205** in case it does not discriminate that the start command has been received.

[**1847**] In case it is discriminated that the start command has been received by the processing of Step S**203**, the effect variables at the starting time are stored (at Step S**204**). In this processing, the sub CPU **212** sores the variables indicating the starting time in the sub RAM **216**. In case this processing is ended, it is shifted to Step S**205**.

[**1848**] Next, it is determined (at Step S**205**) whether or not the stop command has been received. In this processing, the sub CPU **212** shifts the processing to Step S**206**, in case it discriminates that the stop command has been received, but to Step S**207** in case it does not discriminate that the stop command has been received.

[**1849**] In case it is discriminated that the stop command has been received by the processing of Step S**205**, the effect variables at the stop time are stored (at Step S**206**). In this processing, the sub CPU **212** stores the variables indicating the stop time in the sub RAM **216**. In case this processing is ended, it is shifted to Step S**207**.

[**1850**] Next, it is determined (at Step S**207**) whether or not the end command has been received. In this processing, the sub CPU **212** shifts the processing to Step S**208**, in case it discriminates that the end command has been received through the IN port **218**, but to Step S**209** in case it does not discriminate that the end command has been received.

[**1851**] In case it is discriminated at Step S**207** that the end command has been received, the effect variables at the ending time are stored (at Step S**208**). In this processing, the sub CPU **212** stores the variables indicating the ending time in the sub RAM **216**. In case this processing is ended, it is shifted to Step S**209**.

[**1852**] Next, the effects are controlled on the effect variables (at Step S**209**). In this processing, the sub CPU **212** reads out the variables indicating the game situations, as positioned in the sub RAM **216**, such as the demo time, the start time, the stop time or the ending time, and makes effects on the basis of those variables. In case this processing is ended, it is shifted to Step S**201**.

[**1853**] On the other hand, the effect controls to be executed by the processing of Step S**209** will be described with reference to **FIG. 17**.

[**1854**] First of all, the effect variables are referred to (at Step S**211**), as shown in **FIG. 17**. In this processing, the sub CPU **212** reads out the variables indicating the game situations, as positioned in the sub RAM **216**, such as the demo time, the start time, the stop time or the ending time. In case this processing is ended, it is shifted to Step S**212**.

[**1855**] Next, the image control is executed on the basis of the effect variables (at Step S**212**). In this processing, the sub CPU **212** feeds the image display instruction to the image display control circuit **250** through the OUT port **220** on the basis of the effect variables referred to by the processing of Step S**211**.

[**1856**] In the image display control circuit **250**, the image control CPU **252** accepts the image display instruction, as fed from the sub-microcomputer **210**, through the IN port **264**, and feeds the image display instruction to the image control IC on the basis of the image display instruction.

[**1857**] The image control IC **262** reads out the predetermined image data from the image ROM **258** on the basis of the image display instruction, and stores the image data in a superposing manner in the video RAM **260**. And, the image control IC **262** reads out the image data stored in the video RAM **260**, and feeds them to the scale circuit **400**. In case this processing is ended, it is shifted to Step S**213**.

[**1858**] Next, the sounds are controlled on the basis of the effect variables (at Step S**213**). In this processing, the sub CPU **212** feeds the sound effect instruction to the lamp control circuit **300** through the OUT port **220** on the basis of the effect variables referred to by the processing of Step S**211**.

[**1859**] The sound source IC **302** accepts the sound effect instruction, and reads out the predetermined sound data from the sound ROM **304**. The sound source IC **302** feeds the sound data to the power amplifier **306** so that the sounds are emitted for the sound effects from the speakers **46**. In case this processing is ended, it is shifted to Step S**214**.

[**1860**] Next, the lamp control is executed on the basis of the effect variables (at Step S**214**). In this processing, the sub CPU **212** feeds the lamp effect instruction to the lamp control circuit **300** through the OUT port **220** on the basis of the effect variables referred to by the processing of Step S**211**.

[**1861**] The lamp drive circuit **322** accepts the lamp effect instruction to turn ON/OFF the effect lamps **172**.

[**1862**] Here in this processing, the lamp effects can be made on the various lamps, but the lamp effects on the reel backlamps **63** are restricted. Usually, the reel backlamps **63** are turned ON, and they are turned OFF or another color lamp is turned ON, in case the effects are to be made. In case this processing is ended, the present subroutine is ended.

[**1863**] [Operations of Scale Circuit]

[**1864**] At the scale circuit **400**, as shown in **FIG. 18**, the timer count is started (at Step S**301**). In this processing, the